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AUGUST 1990

RIVERBOAT GAMBLER

Operator's Handbook

Including

Game Audits
Game Adjustments
Rubber Rings
Solenoids
Switches
Lamps
Playfield Parts
Fuses Locations

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RIVERBOAT GAMBLER Audit Table

Audit Item (Lwr Left)	Descriptive Phrases (Upper Display)	Audit Factor Value (Lwr Right)
AU 01	LEFT COINS [chute next to coin-door hinge]	432
02	CENTER COINS	0
03	RIGHT COINS	398
04	PAID CREDITS	830
05	TOTAL PLAYS	
06	TOTAL FREE (Total Free Plays)	
07	PERCENT FREE (% Free Plays)	
08	REPLAY AWARDS	
09	PERCENT REPLAY (% Replay Awards)	
10	SPECIAL AWARDS	
11	PERCENT SPECIAL (% Special Awards)	
12	MATCH AWARDS	
13	HSTD (High Score to Date) CREDITS	
14	PERCENT HSTD (% HSTD Credits)	
15	EXTRA BALLS	
16	PERCENT EX. BALL (% Extra Balls)	
17	AV. BALL TIME (Average Time in Seconds)	
18	MINUTES OF PLAY (Minutes of Play)	
19	BALLS PLAYED	
20	REPLAY1 AWARDS	
21	REPLAY2 AWARDS	
22	REPLAY3 AWARDS	
23	REPLAY4 AWARDS	
24	1 PLAYER GAMES	
25	2 PLAYER GAMES	
26	3 PLAYER GAMES	
27	4 PLAYER GAMES	
28	BURN-IN CYCLES	
29	JACKPOT AWARDS (# of times Jackpot was awarded)	
30	ROULETTE WINS (# of times Roulette was won)	
31	ROULETTE PLAYED (# of times Roulette was played)	
32	WIN METER AT TOP (# of times Jackpot was qualified)	
33	CASINO AWARDS (# of times Casino was awarded)	
34	ROYAL FLUSH (# of times Royal Flush was earned)	
35	21 AWARDS (# of times 21 was awarded)	
36	SLOT SHOTS (# of times Slot Shot was played)	
37	SKILL SHOTS (# of times Skill Shot was made)	
38	CONSOLATION SECOND CHANCE (# of times Consol. 2nd Chance awarded)	
39	H.S.RESET COUNTER	
40	0.0-0.4 MIL. SCORE (# of games <500K)	
41	0.5-0.9 MIL. SCORE (# of games 2500K, <1M)	
42	1.0-1.4 MIL. SCORE (# of games 21M, <1.5M)	
43	1.5-1.9 MIL. SCORE (# of games 21.5M, <2.0M)	
44	2.0-2.9 MIL. SCORE (# of games 22.0M, <2.9M)	
45	3.0-3.9 MIL. SCORE (# of games 23.0M, <3.9M)	
46	4.0-4.9 MIL. SCORE (# of games 24.0M, <4.9M)	
47	5.0-5.9 MIL. SCORE (# of games 25.0M, <5.9M)	
48	6.0-7.9 MIL SCORE (# of games 26.0M, <7.9M)	
49	8.0-9.9 MIL SCORE (# of games 28.0M, <9.9M)	
50	10-99 MIL. SCORE (# of games 210.0M, <99 M)	
51	AV. MIN. GAME TIME (Avg Game Time in minutes)	
52	LEFT OUTLANE (Total # of times ball hit Left Outlane)	
53	RIGHT OUTLANE (Total # of times ball hit Right Outlane)	
54	MULTI-BALLS (# of times Multi-ball was played)	

NOTE:

1. The numbers shown in this column for items 1 through 4 are examples. Entries for all items depend on the amount of play; thus, they will vary from location to location.

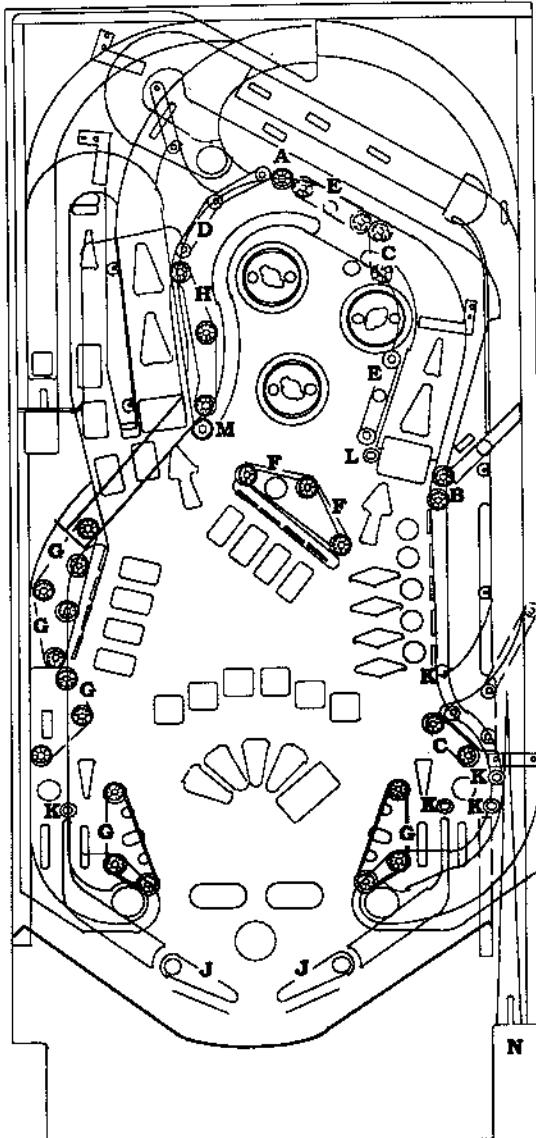
RIVERBOAT GAMBLER Game Adjustment Table

Adjustment Item (Lwr Left)	Descriptive Phrases (Upper Display)	Domestic (US/Can.)	Factory Setting W.Ger./ European	French
Ad 01	AUTO REPLAY ¹ or FIXED REPLAY ¹	10 (%) SCORES ¹	ON	
02	REPLAY START (or REPLAY LEVEL 1) ¹	7,000,000	9,000,000	7,000,000
03	REPLAY LEVELS (or REPLAY LEVEL 2) ¹	02		
04	(REPLAY LEVEL 3) ¹	(see text)		
05	(REPLAY LEVEL 4) ¹	(see text)		
06	REPLAY AWARD	Credit		
07	SPECIAL AWARD	Credit		
08	MATCH FEATURE	[Off, 1-50%]	7 (%)	
09	BALLS/GAMES	03		
10	TIlt WARNING	03		
11	MAXIMUM EXTRA BALL	02		
12	MAXIMUM CREDITS	10	30	
13	HIGHEST SCORES	On		
14	BACKUP HI. SCR. 1	8,500,000	9,500,000	8,500,000
15	BACKUP HI. SCR. 2	8,000,000	9,000,000	8,000,000
16	BACKUP HI. SCR. 3	7,500,000	8,500,000	7,500,000
17	BACKUP HI. SCR. 4	7,000,000	8,000,000	7,000,000
18	HI. SCR.1 CREDITS	01	03	
19	HI. SCR.2 CREDITS	01	00	
20	HI. SCR.3 CREDITS	01	00	
21	HI. SCR.4 CREDITS	01	00	
22	H. S. RESET EVERY	3,000	1,000	
23	FREE PLAY	NO		
24	U.S.A. 1 COINAGE (1 COIN 1 PLAY) ^{2,3,5}	USA 2	GERMAN 2	
25	LEFT UNITS	01	06	
26	CENTER UNITS	04	12	
27	RIGHT UNITS	01	30	
28	UNITS/ CREDIT	01	05	
29	UNITS/ BONUS	00	00	
30	MINIMUM UNITS	00	00	
31 - 48	Game-specific Adjustments (detailed in text and the Game Adjustment Setting Comparison Table)			
49	CUSTOM MESSAGE	ON		
50	DISPLAY AU 01-04	YES		
51	BUY-IN			
52	REPLAY BOOST			
53 - 58	5,8 Special Adjustments- See text for 53-58 details.			
59	INSTALL ADDABALL	NO		
60	INSTALL 5-BALL	NO		
61	5 INSTALL NOVELTY	NO		
62	5 INSTALL EX. EASY	NO		
63	5 INSTALL EASY	NO		
64	5 INSTALL MEDIUM	NO		
65	5 INSTALL HARD	NO		
66	5 INSTALL EX. HARD	NO		
67	AUTO BURN-IN	NO		
68	7 INSTALL FACTORY	NO		
69	CLEAR AUDITS	NO		
70	CLEAR COINS	NO		

NOTES:

- Automatic Replay percentage value range is adjustable from 5 to 50%, via the Start Button. Item 02 permits changing the factory setting value for Replay Start Level valid for the next 500 games played. Item 03 permits setting up four replay levels, values as detailed in text describing item 03. For Fixed Replay Scores set Auto Replay value to 1 less than 5% via the Start Button. Go to items 02, 03, 04, and 05; install their replay level scores. Turn off any replay level by setting 00 as its value.
- Phrase in parentheses is Factory Setting. Phrase appears in player 2 and 4 displays. Press Start button to change setting of the game pricing of item 24.
- To change country OR coinage setting, press Start button to obtain 24 Standard settings, followed by a Custom Setting. The Custom Setting activates items 25 through 30. When a Standard Setting is used, items 25 through 30 are set automatically, and cannot be changed.
- To install Custom Message, press flipper button for alphabet and special characters. Press Start Button for next message letter or character.
- Special Preset Adjustment, whose effects are noted in the Game Adjustment text.
- Refer to Pricing Table and text describing these items.
- Approximates Ad 84, yet includes all factors listed in Factory Setting column, not just Ad 31 through 47 provided by Ad 84.

Playfield Rubber Parts

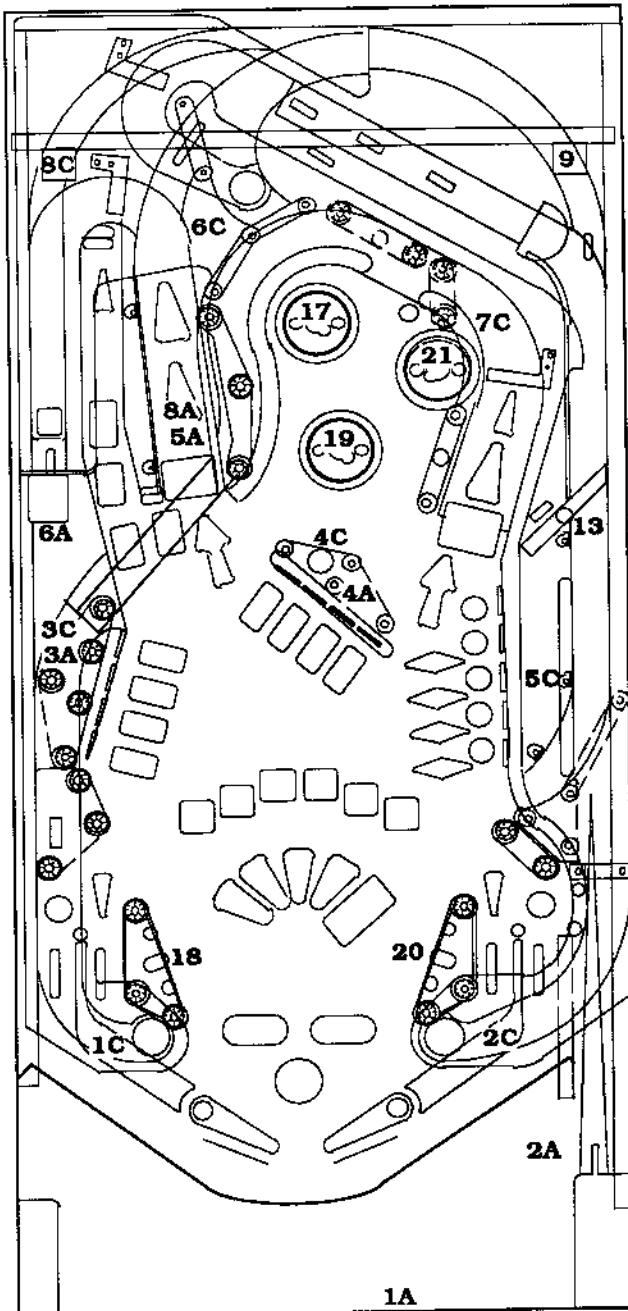


Item	Part No.	Description	Qty	Item	Part No.	Description	Qty
A	23-6300	5/16" Ring	1	H	23-6307	3" Ring	1
B	23-6301	3/4" Ring	1	J	23-6519-4	Red Flipper Ring	2
C	23-6302	1" Ring	2	K	23-6535	Ring Bumper	5
D	23-6303	1-1/4" Ring	1	L	23-6552	Yellow Sleeving	1
E	23-6304	1-1/2" Ring	2	M	23-6579	3/4" Bumper Cone	1
F	23-6305	2" Ring	2	N	23-6327	Shooter Tip	1
G	23-6306	2-1/2" Ring	3				

Solenoids Locations

**Insert Panel: Flashers - 1C through 7C,
11 (2x), 16 (2x).**

Roulette Wheel Motor - 14, 15.



Solenoids Table

Riverboat Gambler Solenoid Table

Wdl. No.	Function	Solenoid Type	Wire 1 Color	Connections		Driver Transistor	Solenoid Part Number Flashlamp Type ↳ Invert Panel; pre-Playfield
				CPU Bd	Playfield/ Cabinet		
01A.3	Orithale	Switched	W/o-Brn	1P11-1 (Gry-Brn)	5J1-9; 5J4-9 (A)	Q83	AE-23-800
01C.3	Left Kicker (Slung) Flasher	Switched	Blk-Brn	1P11-3 (Gry-Red)	5J1-7; 5J4-8 (A)	Q83	#89/908 flashlamps 11.1P
02A.3	Shooter Lane Feeder	Switched	Vlo-Red	Blk-Red	#89/908 flashlamps 11.1P	Q25	AE-23-800
02C.3	Right Kicker (Slung) Flasher	Switched	Vlo-Brn	1P11-4 (Gry-Red)	5J1-8; 5J4-7 (A)	Q25	#89/908 flashlamps 11.1P
03A.3	Left Drop Tgt Bank Reset	Switched	Blk-Orn	1P11-5 (Gry-Orn)	5J1-9; 5J5-7 (C)	Q32	AE-24-900
03C.3	Left Drop Tgt Flasher	Switched	Vlo-Yel	1P11-5 (Gry-Yel)	5J1-5; 5J4-6 (A)	Q24	AE-24-900
04A.3	Right Drop Tgt Bank Reset	Switched	Blk-Yel	1P11-5 (Gry-Yel)	5J1-6 (C)	Q24	#89/908 flashlamps 11.1P
04C.3	Right Drop Tgt Flasher	Switched	Vlo-Grn	1P11-6 (Gry-Grn)	5J1-4; 5J4-5 (A)	Q31	AE-23-800
05A.3	Ramp Up	Switched	Blk-Grn	1P11-7 (Gry-Grn)	5J1-5; 5J5-4 (C)	Q31	#89/908 flashlamps 11.1P
05C.3	Skidup Target Flasher	Switched	Vlo-Blu	1P11-7 (Gry-Blu)	5J1-3; 5J4-4 (A)	Q23	AE-23-800
06A.3	Ball Kicker	Switched	Blk-Blu	1P11-8 (Gry-Blu)	5J1-2; 5J5-3 (C)	Q23	#89/908 flashlamps 11.1P
06C.3	Left Ramp Flasher	Switched	Vlo-Blk	1P11-8 (Gry-Blk)	5J1-2; 5J5-2 (C)	Q30	AE-23-800
07A.3	Knocker	Switched	Vlo-Vio	1P11-9 (Gry-Vio)	5J1-1; 5J4-1 (A)	Q30	#89/908 flashlamps 11.1P
07C.3	Right Ramp Flasher	Switched	Vlo-Gry	1P11-9 (Gry-Blk)	5J1-1; 5J5-1 (C)	Q22	#89/908 flashlamps 1P
08A.3	Ramp Down	Switched	Vlo-Gry	1P12-1 (Gry-Blk)	5J2-9; 5J6-9; 2J4-11	Q17	#89/908 flashlamps 1P
08C.3	Left Back Flasher	Controlled	Blrn-Blk	1P12-1 (Gry-Blk)	5J2-8; 5J6-8; 2J4-12	Q9	5580-08535-01 4a
09	Right Back Flasher	Controlled	Blrn-Red	1P12-2 (Gry-Red)	5J2-8; 5J6-8; 2J4-12	Q9	5580-08535-01 4a
10	Playfield / Invert G1 Relays	Controlled	Blrn-Orn	1P12-4 (Gry-Orn)	5J2-8; 5J6-8; 2J4-13	Q16	#89/908 flashlamps 2a
11	Wheel Flasher (LL+LR)	Controlled	Blrn-Vio	1P12-5 (Gry-Vio)	5J2-5	Q8	5580-08535-01 5
12	A/C Select Relay	Controlled	Blrn-Grn	1P12-6 (Gry-Grn)	5J2-4; 5J6-6; 2J4-14	Q15	AE-24-900
13	Divertor	Controlled	Blrn-Blu	1P12-7 (Gry-Blu)	5J2-3; 5J6-3; 2J4-15	Q7	P/o B-120688
14	Roulette Wheel B	Controlled	Blrn-Blu	1P12-8 (Gry-Blu)	5J2-2; 5J5-6; 2J2-14	Q14	P/o B-120688
15	Roulette Wheel A	Controlled	Blrn-Orn	1P12-9 (Gry-Orn)	5J2-1; 5J5-6; 2J2-14	Q5	#89/908 flashlamps 2a
16	Wheel Flasher (LL+TR)	Special #1	Bln-Brn	1P19-7 (Blu-Red)	5J9-7; 5J7-7	Q75	AE-23-900
17	Top Jet Bumper	Special #2	Bln-Red	1P19-8 (Blu-Red)	5J3-6; 5J7-6	Q71	AE-26-1500
18	Left Kicker (Slung)	Special #3	Bln-Orn	1P19-3 (Blu-Orn)	5J3-3; 5J7-3	Q73	AE-23-900
19	Bottom Jet Bumper	Special #4	Bln-Yel	1P19-6 (Blu-Yel)	5J3-4; 5J7-5	Q68	AE-26-1500
20	Right Kicker (Slung)	Special #5	Bln-Blk	1P19-9 (Blu-Blk)	5J3-1; 5J7-1	Q77	AE-23-900
21	Right Jet Bumper	-	Orn-Ylo	1P19-1 (Blu-Ylo)	2J5-5; 2P10-7	Q79	-
22	Not Used	-	Orn-Gry	1P19-2 (Blu-Gry)	2J10-1; 2P8-15	-	FL11630/50VDC
	Lower Right Flipper	-	Orn-Gry	1P19-2 (Blu-Gry)	2J5-4; 2P10-8	-	FL11630/50VDC
	Lower Left Flipper	-	Orn-Gry	1P19-2 (Blu-Gry)	2J10-2; 2P8-14	-	FL11630/50VDC

Notes

1. Wire colors, except flipper Orn. Ylo and Orn-Gry are ground connections (no cold terminal with unbraided end of diode). Flipper Orn-Ylo, Orn-Gry wires connect from CPU Board to flipper switch. 2. Flipper connections shown in braces are from flipper switch to flipper coil. 3. "A" circuits are pulsed, when Sol. 12 is de-energized. "C" circuits are pulsed, with Sol. 12 energized. Wire colors to brackets are those from respective A and C terminals corresponding to the J1 terminal connected to the J1 terminal connected to the J1 terminal connected to the driver resistors. 4. Relays are mounted on Relay Bd. (a) P/n C-11902-1; (b) P/n C-11906-1; (c) P/n C-11902-1. 5. Relay is mounted on Aux Power Driver Bd. D-22627, in the backplane.

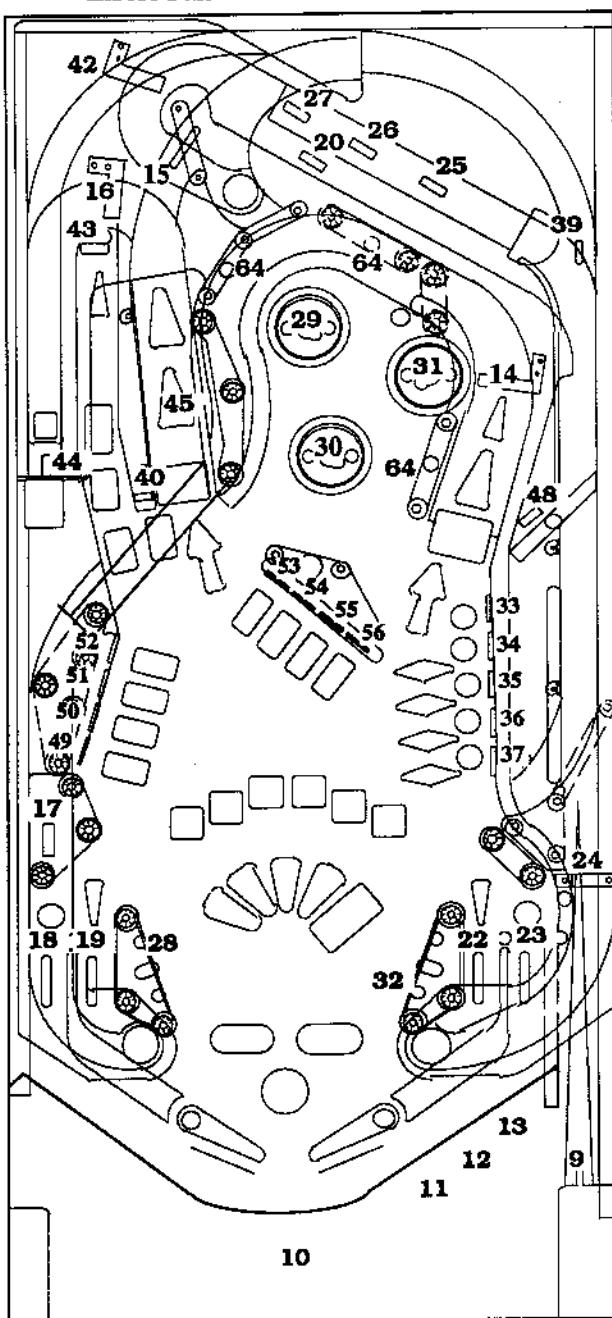
Switches Locations

Cabinet: 1, 3, 57, 58

Coin Door: 4, 5, 6, 7, 8

Front Molding: 60, 61, 62, 63

Insert Panel: 59



Switches Matrix

Riverboat Gambler Switch Matrix

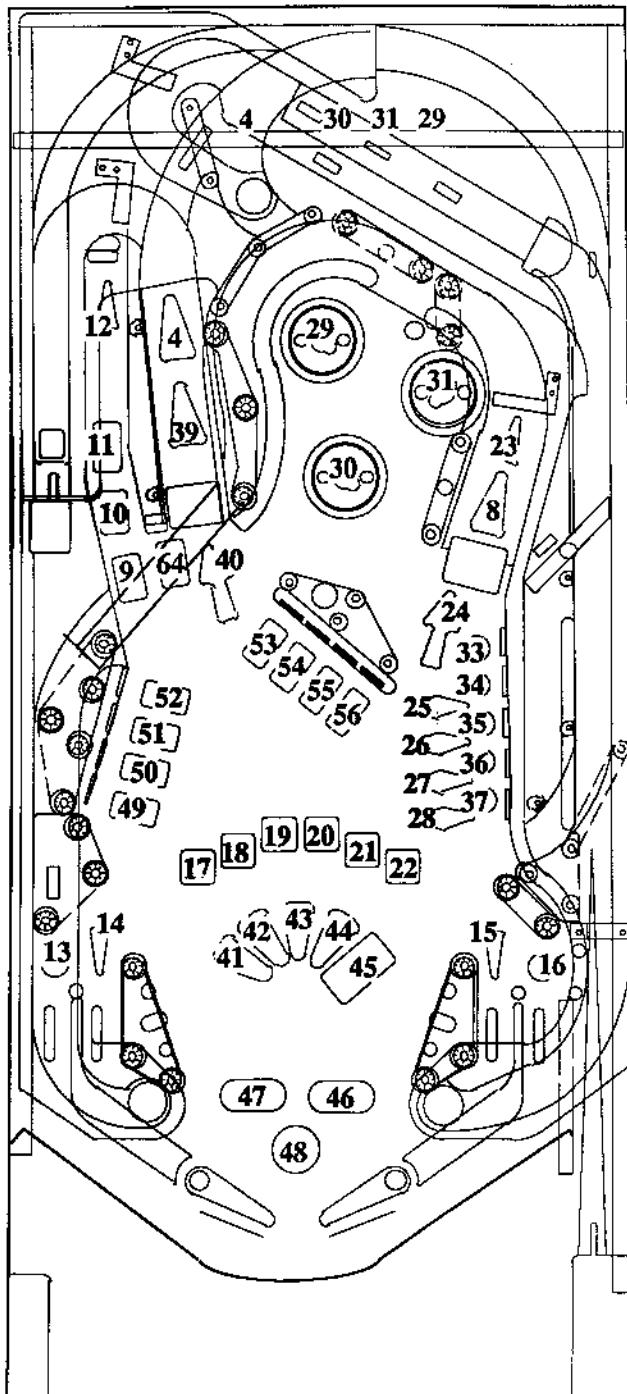
Column Row	1	2	3	4	5	6	7	8
1 Wh-Brn IJ10-1	Q45 Grn-Brn IJ8-1	Q49 Grn-Red IJ8-2	Q44 Grn-Orn IJ8-3	Q48 Grn-Yel IJ8-4	Q43 Grn-Blk IJ8-5	Q47 Grn-Blu IJ8-7	Q42 Grn-Vio IJ8-8	Q46 Grn-Dry IJ8-9
2 Wh-Red IJ10-8	Plumb Tilt 1	Shooter 9	Left Ramp Return 17	1/4 Skill Shot 25	C Stand-up Target 33	F Left Drop Target 41	Right Flipper 49	Left Flipper 57
3 Wh-Orn IJ10-7	A/C Relay C-Side 2	Onihole 10	Left Outlane 18	H Stand-up Target 34	Past Skill Shot 42	I Left Drop Target 50	Left Flipper 58	Left Flipper 58
4 Wh-Yel IJ10-6	Start Button 3	Left Trough Lane 11	3/4 Skill Shot 19	I Stand-up Target 35	V Left Stand-up Target 43	W Left Drop Target 51	Roulette Wheel 59	Roulette Wheel 59
5 Wh-Grn IJ10-5	Right Coin Switch 4	Center Trough 12	Skill Shot Made 20	Left Sling 28	P Stand-up Target 36	Lockin / Eject 44	E Left Drop Target 52	Red Button 60
6 Wh-Blu IJ10-3	Center Coin Switch 5	Right Trough 13	Not Used 21	Top Jet 29	S Stand-up Target 37	Ramp Down Now 45	C Right Drop Target 53	Pass Button 61
7 Wh-Vio IJ10-2	Left Coin Switch 6	Right Ramp Entry 14	Right Return Lane 22	Bottom Jet 30	Top Ramp Exit 31	Not Used 38	A Right Drop Target 54	Black Button 62
8 Wh-Cry IJ10-1	Slam Tilt 7	Top Ramp Entry 15	Right Outlane 23	Right Jet 32	Not Used 39	R Right Drop Target 47	Green Button 55	Rebound Switch 63
	High Score Reset 8	Left Ramp Entry 16	Right Ramp Return 24	Right Sling 32	Ball at Diverter 40	D Right Drop Target 48	Rebound Switch 56	Rebound Switch 64

Lamps Matrix

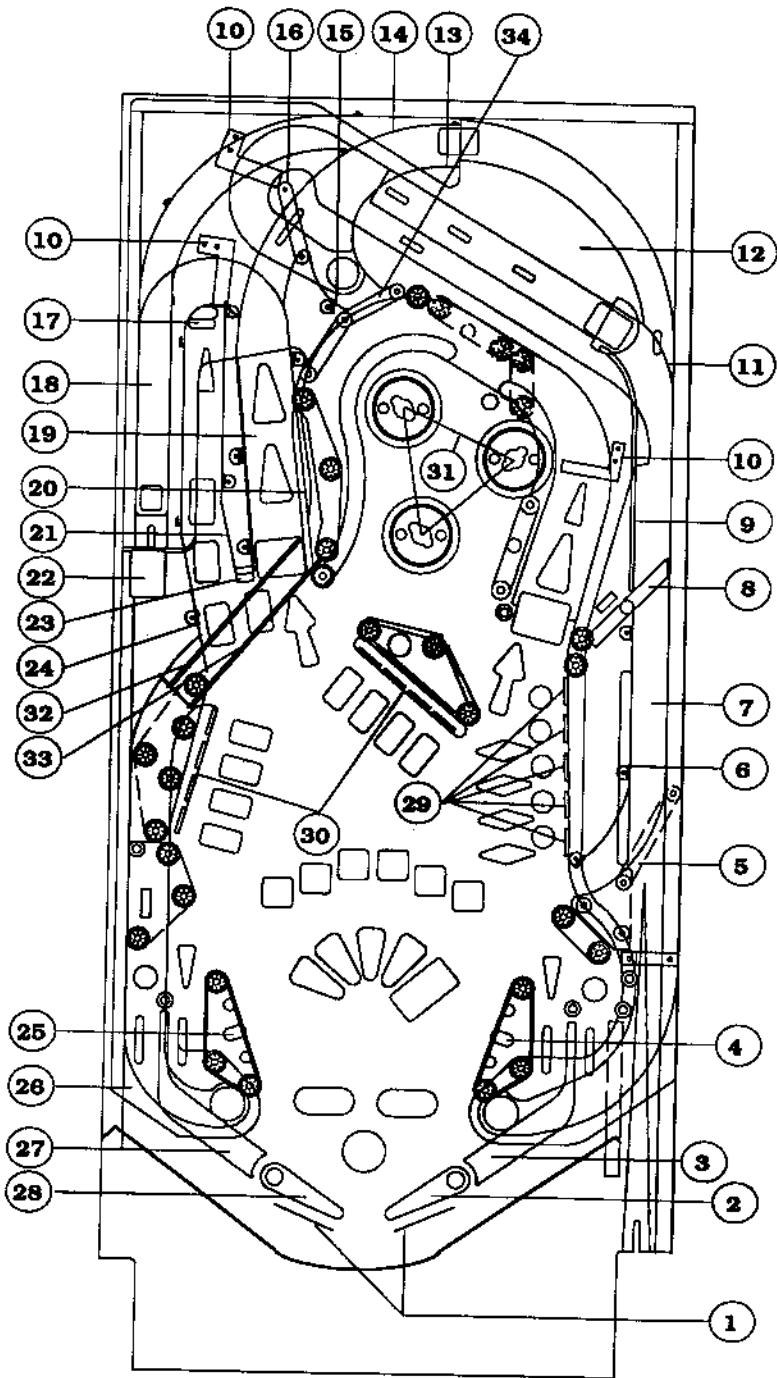
Riverboat Gambler Lamp Matrix

Column Row	1 Q66 Yel-Brn 1J7-1	2 Q64 Yel-Red 1J7-2	3 Q62 Yel-Orn 1J7-3	4 Q60 Yel-Blk 1J7-4	5 Q58 Yel-Grn 1J7-6	6 Q56 Yel-Blu 1J7-7	7 Q54 Yel-Vio 1J7-8	8 Q52 Yel-Gry 1J7-9
1 Red-Brn 1J6-1	Red Card	Bottom 21 Card	C Casino Lamps	20 Chips	C Stand-up Target	Ten	41	F Left Bank Target
2 Red-Blk 1J6-2	Green Card	Middle 21 Card	A Casino Lamps	10 Chips	H Stand-up Target	Jack	42	I Left Bank Target
3 Red-Orn 1J6-3	Black Card	Top 21 Card	S Casino Lamps	50 Chips	I Stand-up Target	Queen	43	V Left Bank Target
4 Red-Yel 1J6-5	Play Roulette (2)	20 Hit Lamp	19 Lamps	27	P Stand-up Target	King	44	E Left Bank Target
5 Red-Gm 1J6-6	Gold Star 1	Left Outlane	N Casino Lamps	3 and 1	S Stand-up Target	Ace	45	C Right Bank Target
6 Red-Blu 1J6-7	Gold Star 2	Left Return Lane	O Casino Lamps	Bottom Jet and 3	Not Used	200 Chips	46	A Right Bank Target
7 Red-Vio 1J6-8	Gold Star 3	Right Return Lane	Hold Card and 2	Right Jet 31	Winning Streak	100 Chips	47	R Right Bank Target
8 Red-Gry 1J6-9	Spot Card 8	Right Outlane	Collect Royal	Not Used	Slot Shot	Shoot Again	48	D Right Bank Target

Lamps Locations



Playfield Parts Locations

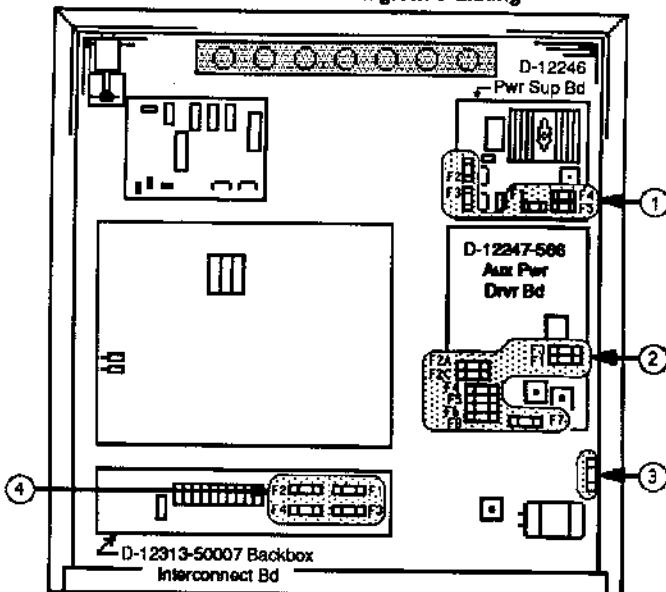


Playfield Parts Listing

Item	Part No.	Description	Item	Part No.	Description
1	12-6871	Anti-rebound Wire	22	B-13859	Ball Kicker (Locker)
2	C-13174-R	Lower Right Flipper	23	B-12583-6	Standup Target
a)	20-9250-5	Flipper Paddle & Shaft	24	C-13821	Ball Guide Assembly
3	B-13921-R	Right Return Lane Guide	25	B-12685	Kicker Arm ("Slingshot")
4	B-12665	Kicker Arm ("Slingshot")	a)	B-11203-L-1	Coil & Bracket Assembly
a)	B-11203-R-1	Coil & Bracket Assembly	26	D-13846	Left Return Ramp Assembly
5	A-13863	One-way Gate Assembly	27	B-13921-L	Left Return Lane Guide
a)	12-6939	Gate Wire	28	C-13174-L	Lower Right Flipper
6	B-13814	Ball Guide Assembly	a)	20-9250-5	Flipper Paddle & Shaft
7	D-13847	Right Return Ramp Assembly	29	B-12912-10	Standup Target (5)
8	B-13915	Divertor	30	C-13450	4-bank Drop target Assembly
a)	A-13917	Shaft Assembly	a)	C-12499	4-bank Dr Target Opto Board
9	12-6929	Wire Ball Guide	31	B-9414-3	Jet Bumper (3)
10	B-13850-1	Switch Gate Assembly	a)	B-9415-1	Coil & Bracket Assembly
a)	12-6933-1	Gate Wire	b)	B-12030-2	Switch & Diode Assembly
11	B-13813	Ball Guide Assembly	32	12-6931-1	Lower Ramp Wire
12	R-13848	Multi-ramp Assembly	33	12-6931	Side Ramp Wire
13	B-13818	Ball Guide Assembly	34	B-12267	One-way Gate Assembly
14	C-13819	Ball Guide Assembly	a)	12-6802	Gate Wire
15	C-13817	Ball Guide Assembly	Parts below are located beneath Bottom Arch:		
16	A-11760-2	One-way Gate Assembly	B-8623	Upper Trough Baffle Assembly	
a)	12-6943	Gate Wire	C-8235	Lower Trough Baffle Assembly	
17	B-12912-11	Standup Target	12-6542	Trough Baffle Wire	
18	-13960	Ball Kicker Ramp Assembly	01-3569-1	Ball Trough (runway)	
19	B-13845	Up / Down Ramp Assembly	01-5575	Bottom Arch Mounting Bracket	
20	B-11304-3	Ramp Litter Assembly	B-8039-2	Outhole Kicker Assembly	
a)	B-13655	Coil & Bracket Assembly			
21	C-13820	Ball Guide Assembly			

Fuse Listing

Fuse Locations Diagram & Listing



Item	Part Number	Description	Circuit/Location
1	5731-12328-00	Fuse, 3/8A., Slow-Blow (S-B), 250V	F1; D-12246 Power Supply Board
1	5731-12327-00	Fuse, 1/8A., S-B, 250V	F2, F3; D-12246 Power Supply Board
1	5731-09432-00	Fuse, 7A S-B, 250V	F4, F5; D-12246 Power Supply Board
2	5731-09128-00	Fuse, 2-1/2A., S-B, 250V	F1, F2A, F3, F4; D-12247 Aux Pwr Driver Board
2	5731-09651-00	Fuse, 5A., S-B, 250V	F2C; D-12247 Aux Pwr Driver Board
2	5731-08665-00	Fuse, 2A., S-B, 250V	F5, F6; D-12247 Aux Pwr Driver Board
2	5731-06314-00	Fuse, 4A., S-B, 250V	F7; D-12247 Aux Pwr Driver Board
2	5731-09432-00	Fuse, 7A., S-B, 250V	F8; D-12247 Aux Pwr Driver Board
3	5730-09071-00	Fuse, 8A., Normal-Blow (N-B), 32v	+18 Vdc Lamp Ckt/ Lwr Rt B'box fuseholder (1)
4	5731-09651-00	Fuse, 5A., S-B, 250V	F1 - F4: Gen. Illumin/B'box Interconnect Board
-	5730-09252-00	Fuse, 8A., N-B, 125V	Input ("high voltage") Power Line/Cabinet Box*

* One 4A., S-B, 250V fuse (5731-06314-00) is provided for an overseas (220v) game installation.

Concerning the fuses listed as item 2, F1 protects the +25V dc Special Solenoid circuit connected via the Red-White wires, including the Left, Right, and Lower Jet Bumpers. F2A protects the "A" Solenoids connected with Brown wires, including the Outhole Kicker, the Shooter Lane Feeder, and the Ramp Up and Down solenoids. F2C protects the "C" Solenoids connected with Orange wires, which are flashlamp circuits. F3 protects the Controlled Solenoids connected with Red wires, including the Right Back Flasher, the Backbox/Playfield General Illumination Relays, and the Roulette Wheel flashers. F4 protects the +50V Solenoids connected with Violet-Yellow wires, including the Left and Right Kickers, and the Diverter. F5 protects the +50V Solenoids connected with Yellow-Violet wires, including both 4-Bank Drop Target Reset solenoids, the Knocker, and the Ball Kicker. F6 protects the Lower Left and Right Flippers. F7 protects the input to the +25V dc rectifier, and F8 protects the input to the +25V dc rectifier on the Aux Power Driver Board.

WARNINGS & NOTICES

WARNING

FOR SAFETY AND RELIABILITY, WILLIAMS ELECTRONICS GAMES does not recommend or authorize any substitute parts or modifications of WILLIAMS' equipment. Use of Non- WILLIAMS' parts, or modifications of game circuitry, may adversely affect game play, or may cause injuries.

SUBSTITUTE PART OR EQUIPMENT MODIFICATIONS may void FCC Type Acceptance.

BECAUSE THIS GAME IS PROTECTED by Federal copyright, trademark, and patent laws, unauthorized game conversions may be illegal under Federal law.

THIS 'CONVERSION' PRINCIPLE ALSO APPLIES to unauthorized facsimiles of WILLIAMS' equipment, logos, designs, publications, assemblies, and games (or game features not deemed to be in the public domain), whether manufactured with WILLIAMS' components or not.

WARNING

This equipment generates, uses, and can radiate radio frequency energy, and if not installed and used in accordance with the instructions manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class A computing device pursuant to Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

WARNING

FCC STICKER. Check the back of your **RIVERBOAT GAMBLER** game to verify that an FCC-certification sticker was attached to your game at the factory.

All games that leave WILLIAMS' plants have been tested and found to comply with FCC Rules. Because the sticker is proof of this fact, legal repercussions to the owner and distributor of the game may result, if the sticker is missing. If you receive any WILLIAMS game, manufactured after December 1982, that has no FCC sticker, call WILLIAMS for advice or write us a note on your Game Registration Card. Be sure that the card bears your game's serial number.

RF Interference Notice

CABLE HARNESS PLACEMENTS and ground strap routing on this game have been designed to keep RF radiation and conduction within levels accepted by the FCC Rules.

TO MAINTAIN THESE LEVELS, reposition harnesses and reconnect ground straps to their original placements, if they become disconnected during maintenance.

Notice

RIVERBOAT GAMBLER, Lane Change, and MULTI-BALL are trademarks of WILLIAMS ELECTRONICS GAMES, INC.

FOR SERVICE...

CALL your authorized
WILLIAMS' Distributor.

Williams®
ELECTRONICS GAMES, INC.

3401 N. California Avenue
Chicago, IL 60618

WARNING: Transport this game ONLY
with hinged backbox DOWN!